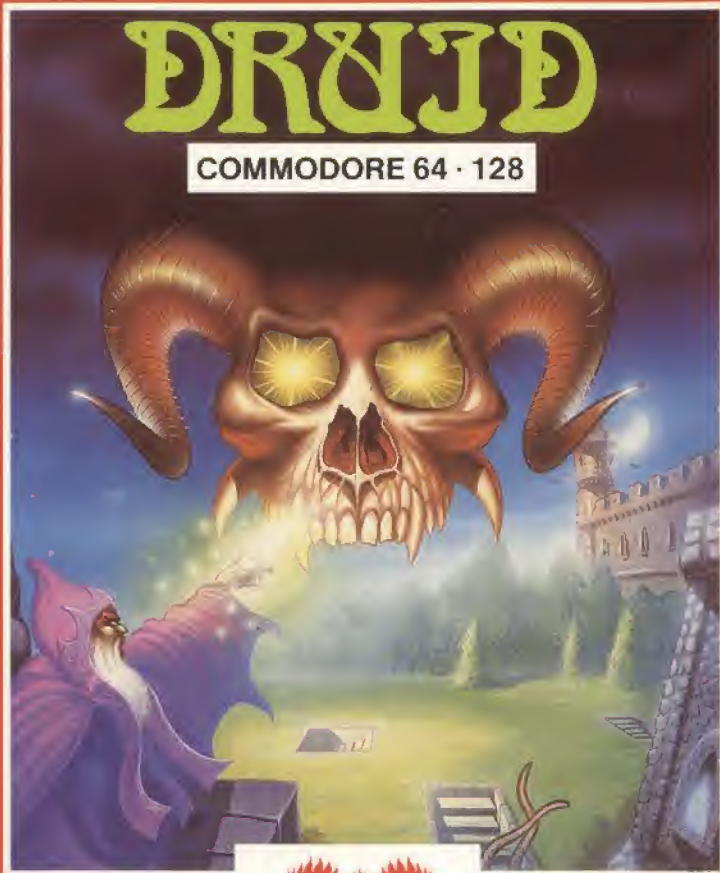


DRUID

COMMODORE 64 · 128



5 012439 002413



Missile
Spells
Other
Spells
Spells
Remaining



Druid

Golem
Status

Magic
Chest

Golem

Magic
Chest
Pentagram
of Life

LOADING INSTRUCTIONS

SPECTRUM

Type **LOAD**"" Press **ENTER**. Press **PLAY**.

COMMODORE

Hold down **SHIFT** and press **RUN/STOP**. Press **PLAY**.

AMSTRAD CPC 6128,664 and CPC 464 with disc.

Hold down **SHIFT** and press the @ key. Type **TAPE**, then press **RETURN**. Now follow the CPC 464 loading instructions.

CPC 464

Hold down **CNTRL** and press the small **ENTER** key. Press **PLAY**.

DRUID

Until now, the balance of power has been held and peace maintained throughout Belorn. But now, four demon princes have appeared through an Inter-dimensional gateway in the dungeons of the evil lich Acamantor.

The Task of destroying the princes and closing the gateway has fallen on you, last of the Great Druids.

The Demon princes are to be found lurking in the darkest depths of the dungeon, and can only be destroyed by use of your most powerful spell, which must, in this case, be transmitted by touch.

Throughout the dungeon, you will find chests containing spells of formidable power to aid you in your quest and Pentagrams of life, which will fully revitalize your life essence. Use these resources wisely in order to survive the constant onslaught of the hell-spawned dimensional monsters and face the demon princes.

Succeed, and you may attain the ultimate level of light Master, greatest of all Druids. Fail and become no more than a halfwit, your captive soul joining the many ghosts of those who have preceded you, lost in Acamantor's dungeons.

Druid was written, designed and programmed for the Commodore and Spectrum by Dene Carter and Andrew Bailey.
Amstrad version by Paul Hutchinson
Cover illustration by Alan Craddock.

Published by Firebird Software
First Floor, 64-76 New Oxford St.
London. WC1A 1PS.

No part of this book may be reproduced by any means without the prior consent of the copyright holder. The only exceptions are as provided for by the copyright (photocopying) Act. Or for the purpose of review.

© British Telecommunications plc. 1986

DRUID CONTROL

	C-64	AMSTRAD		C-64	AMSTRAD
LEFT	Z	Z	KEY	+	1
RIGHT	X	X	INVISIBILITY	-	2
UP	J	K	GOLEM	£	3
DOWN	?	M	CHAOS	CLR	4
FIRE	SPACE	SPACE/L	PAUSE	HOME	
				RUN	
				STOP	H

You may use a joystick
(Port 1 on the Commodore).

P will CYCLE THROUGH the missile spells; water, fire and lightning.

GOLEM

Once you have created a golem, either you can control it (Automatic Mode), or a second player can control the golem (Manual mode [not available on the Spectrum]). Press **P** (**C=** on the Commodore) to select between Manual and Automatic golem control while the game is paused.

AUTOMATIC GOLEM

Press **A** (**C=** on the Commodore) to command the golem to: **WAIT**; **FOLLOW** the druid or **SEND** the golem in the direction that the druid is facing.

MANUAL GOLEM

COMMODORE: Use a Joystick in Port 2.
AMSTRAD: Use a Joystick if the druid is keyboard controlled, or use keys **Z**, **X**, **K** & **M** if the druid is joystick controlled.

Firebird is a Registered Trademark of British Telecommunications plc.

Guarantee

If this program is faulty and fails to load, please return it to the address below and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.

Copyright Notice

Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form or by any means. This software is sold on the condition that it shall not be hired out without the express permission of the publisher.